

## **Amendments to the Claims**

### **Claims Listing**

1. (Currently Amended) Game software embodied in a computer readable medium for instructing a computer to execute the following processes, comprising:

a process for producing a virtual game space, wherein an operation character can move by instruction of a controller connected with said computer;

a process for setting a position for obtaining an invisible item which can be obtained by said operation character in said virtual game space;

a process for computing item distance in said virtual game space between said operation character and said invisible item set at said position for obtaining;

a process for producing predetermined sound according to the distance computed by said process for computing item distance, and outputting the predetermined sound from sound output means connected with said computer;

a process for removing said invisible item from said position for obtaining when being instructed to obtain said item through said controller in such a state that said distance computed with said process for computing item distance becomes a predetermined value or lower;

a process for stopping output of said predetermined sound from said sound output means when instructed to obtain said item through said controller; and

a process for obtaining the invisible item when said distance computed by said process for computing item distance becomes said predetermined value or lower.

2. (Previously Presented) The game software according to claim 1, wherein said process for producing predetermined sound changes a style of outputting sound outputted from said sound output means according to said distance computed by said process for computing item distance.

3. (Previously Presented) The game software according to claim 1, wherein said process for setting a position for obtaining an invisible item controls said position for obtaining in said virtual game space.

4. (Previously Presented) A game machine, comprising:

means for producing a virtual game space, wherein an operation character can move by instruction of a controller connected with said game machine;

means for setting a position for obtaining an invisible item which can be obtained by said operation character in said virtual game space;

means for computing item distance, in said virtual game space between said operation character and said invisible item set at said position for obtaining;

means for producing a predetermined sound according to the distance computed by said means for computing item distance, and outputting the predetermined sound from sound output means connected with said game machine;

means for removing said invisible item from said position for obtaining when instructed to obtain said item through said controller in such a state that a distance computed with said means for computing item distance becomes a predetermined value or lower;

means for stopping output of said predetermined sound from said sound output means when instructed to obtain said item by said controller; and

means for executing processing for obtaining the invisible item when said distance computed by said means for computing item distance becomes said predetermined value or lower.